VIC TOKAI INC.

CRITICOM™

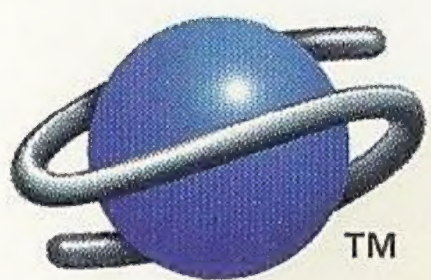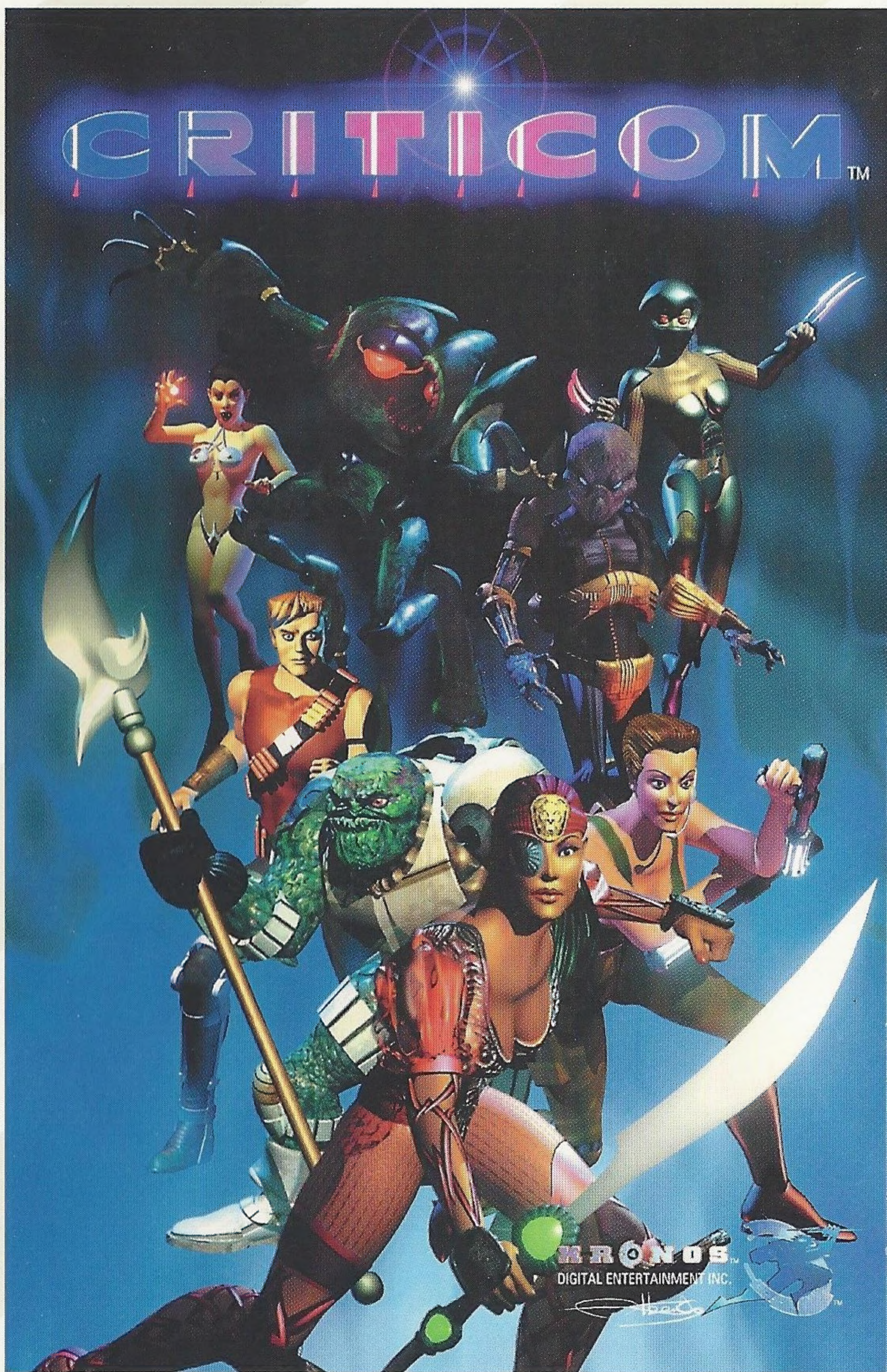FOR PLAY ON THE SEGA SATURN™ SYSTEM.

KRONOS™
DIGITAL ENTERTAINMENT INC.

TEEN
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AGES 13+

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

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WARNING
READ BEFORE USING YOUR SEGA SATURN

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

HANDLING THE SEGA SATURN DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in it's case when not in use. Clean with a lint-free, soft dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.
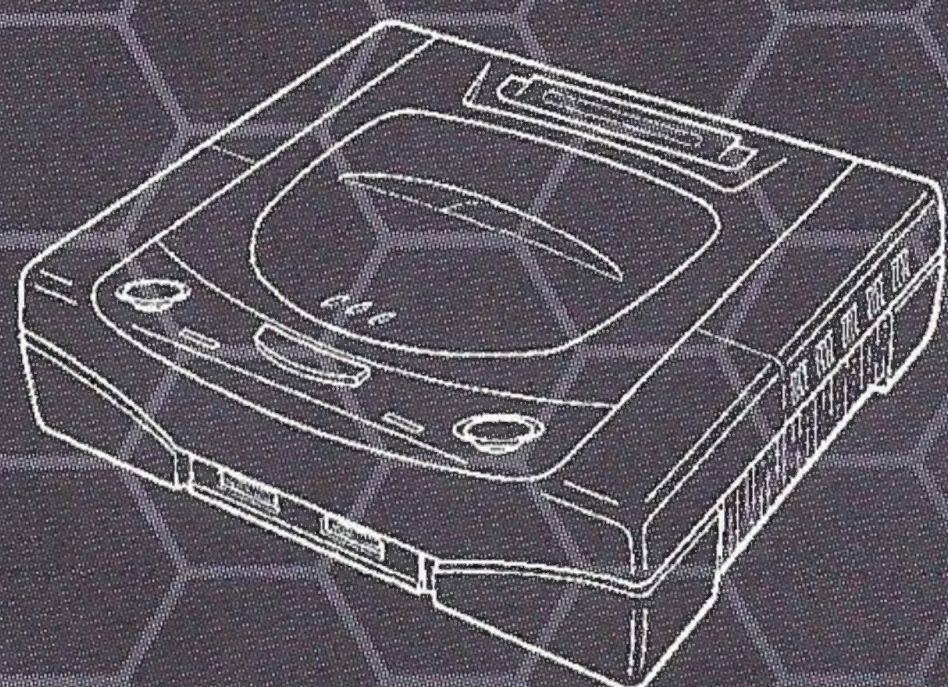
CRITICOM™

Table Of Contents

Sega Saturn Unit

Sega Saturn Unit,
Control Pad, and CD

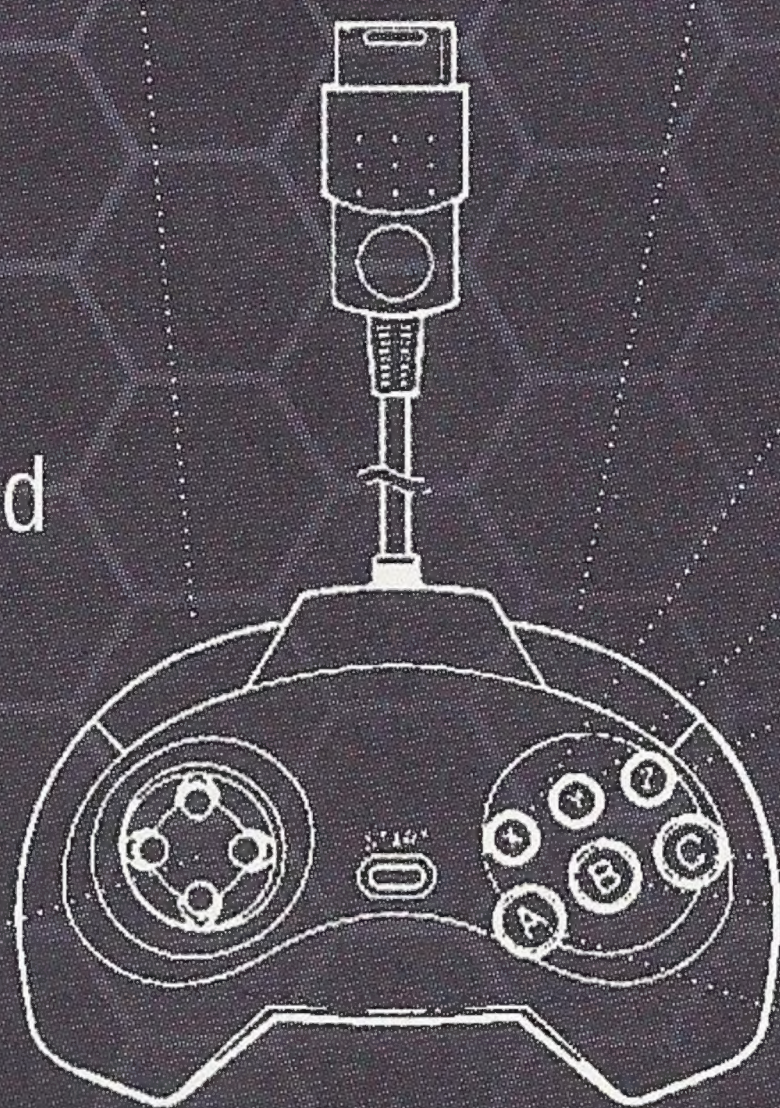L Button

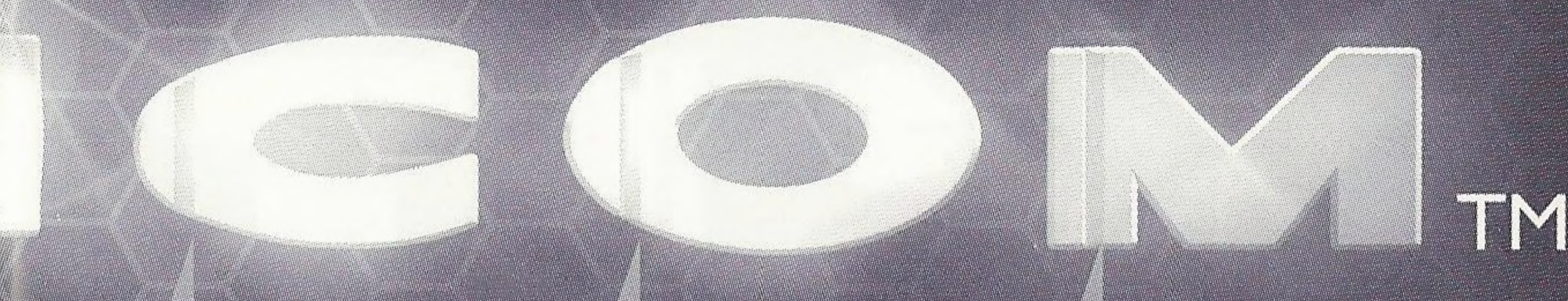R Button

Control Pad

X Button
Y Button
Z Button

C Button
B Button
A Button

Direction Pad

ICOM™

Button Reference

Control functions below are mapped for default settings. You can choose between four configurations in the Option menu.

L BUTTON: Tumble character to the left.

R BUTTON: Tumble character to the right.

DIRECTIONAL PAD: Move character around arena/select character/input password.

START BUTTON: Pauses the game.

START + ABC: Resets the game.

X BUTTON: Jab 1 attack/confirming your selection.

Y BUTTON: Kick 1 attack/confirming your selection.

Z BUTTON: Special moves and combos.

A BUTTON: Jab 2 attack/confirming your selection.

B BUTTON: Kick 2 attack/confirming your selection.

C BUTTON: Special moves and combos.

X + A: (Jab 1 + Jab 2) Strong jab/roundhouse..

Y + B: (Kick 1 + kick 2) Strong kick/roundhouse.

Additional moves and controls are explained in Fundamental Skills on page 11

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Story

The Nezom Clan and Zerai Clan anointed themselves as the Chosen Ones, a self proclamation spurred by the acquisition of an ancient Relic that endowed great powers to those who possessed it, but not the wisdom to wield that power. Lead by their Emperor, the Chosen Ones purged all resistance resulting in complete annihilation of entire races. The planet Hyperia fell into the War Era. In the end, the Chosen Ones achieved compliance if not obedience. A time of peace began, or so it seemed.

The years of supremacy that followed did not alleviate the Chosen Ones' paranoia. Fearing that others may try to steal the Relic, precautions were made to protect it. However, an unknown force successfully stole the Relic from its resting place. In a panic, the Chosen Ones replaced the missing Relic with a replica while secretly searching for the assassins. Rumors of the Relic's disappearance nevertheless reached even the most distant lands and many saw an opportunity for vengeance and power.

ICOM™

Game Modes

TOURNAMENT
Challenge your rivals to critical combat and reclaim the power of the Relic.

2 PLAYER
Head-to- head confrontation with a friend or foe.

OPTIONS
Adjust and reconfigure your game environment.

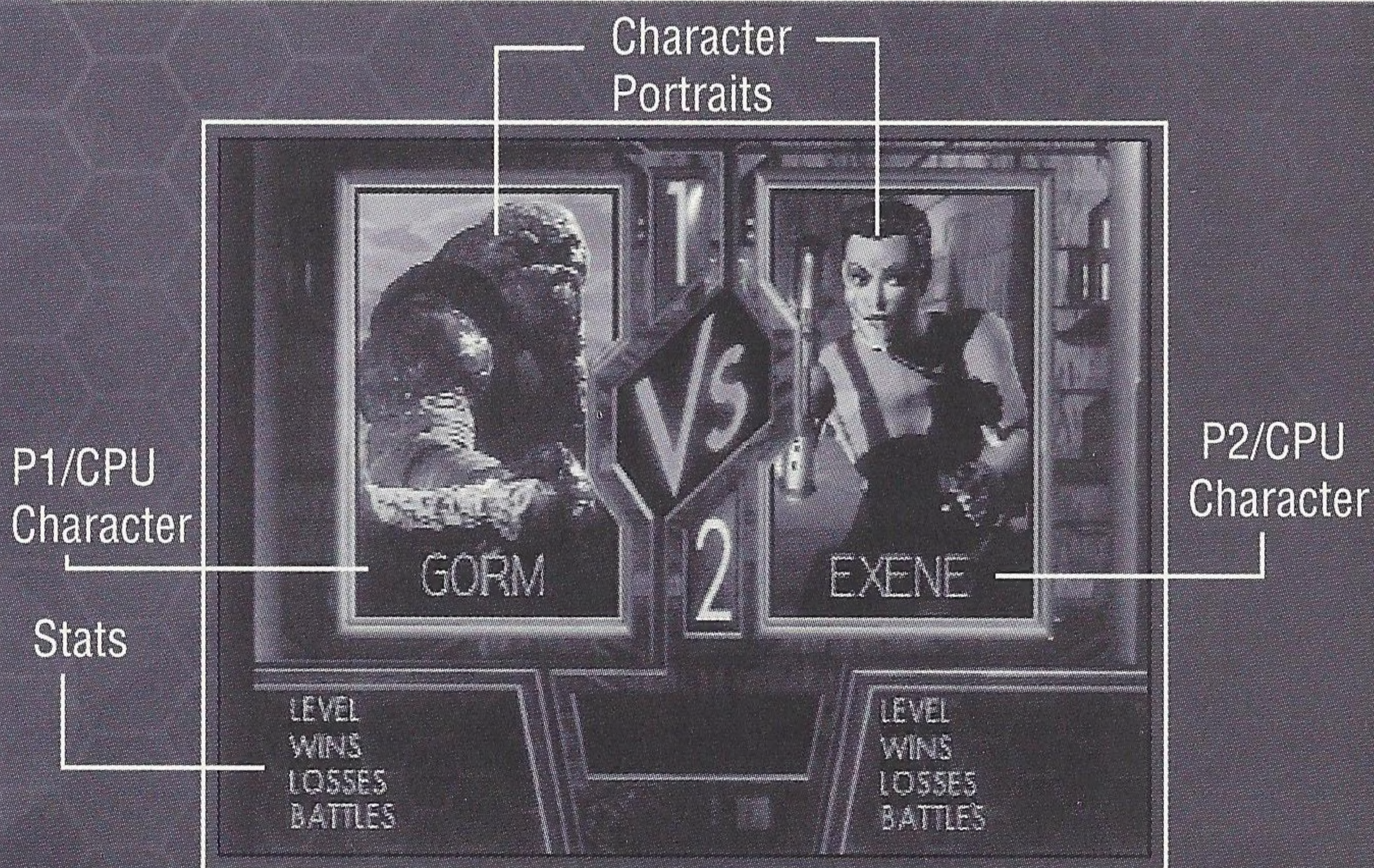|	
Timer	Set the duration of the battle: 99 seconds, or 00.
Music Volume	Set the desired volume of the background music from 0 to 9 (loudest).
SFX Volume	Set the desired sound effects volume from 0 to 9 (loudest).
Stereo/Mono	Set the desired audio output.
Button Config.	Choose between 4 different preset button configurations.
Load/Save	This will take you to the Password screen.
Exit	This will bring you back to the main title screen.

Password Screen

Password Entry After defeating all first level opponents, a password will be given to you for the next level upgrade. You can select and enter the four letter code by using the directional pad for any of the characters. Once the code has been entered, it will remain until your next upgrade entry or when your Saturn game console is shut off.

Load/Save Allows you to load and save your game by using the internal backup RAM in the Saturn game console . A mini menu will ask you whether you want to overwrite an existing file if a game was saved previously. The backup RAM only allows you to store one game independently from P1 and P2. If you decide to load a saved game while a current game is in progress, a mini menu will ask you whether you want to quit the current game before loading takes place.

Selection Screen

Character Portraits

P1/CPU Character

P2/CPU Character

Stats

GORM

EXENE

LEVEL
WINS
LOSSES
BATTLES

LEVEL
WINS
LOSSES
BATTLES

Selecting Tournament or 2 Player mode will take you to the Character Selection Screen.

Character Portraits These windows show your opponent or the character you selected. To make your selection, tap left or right on the directional pad, then press A, B, or C to confirm.
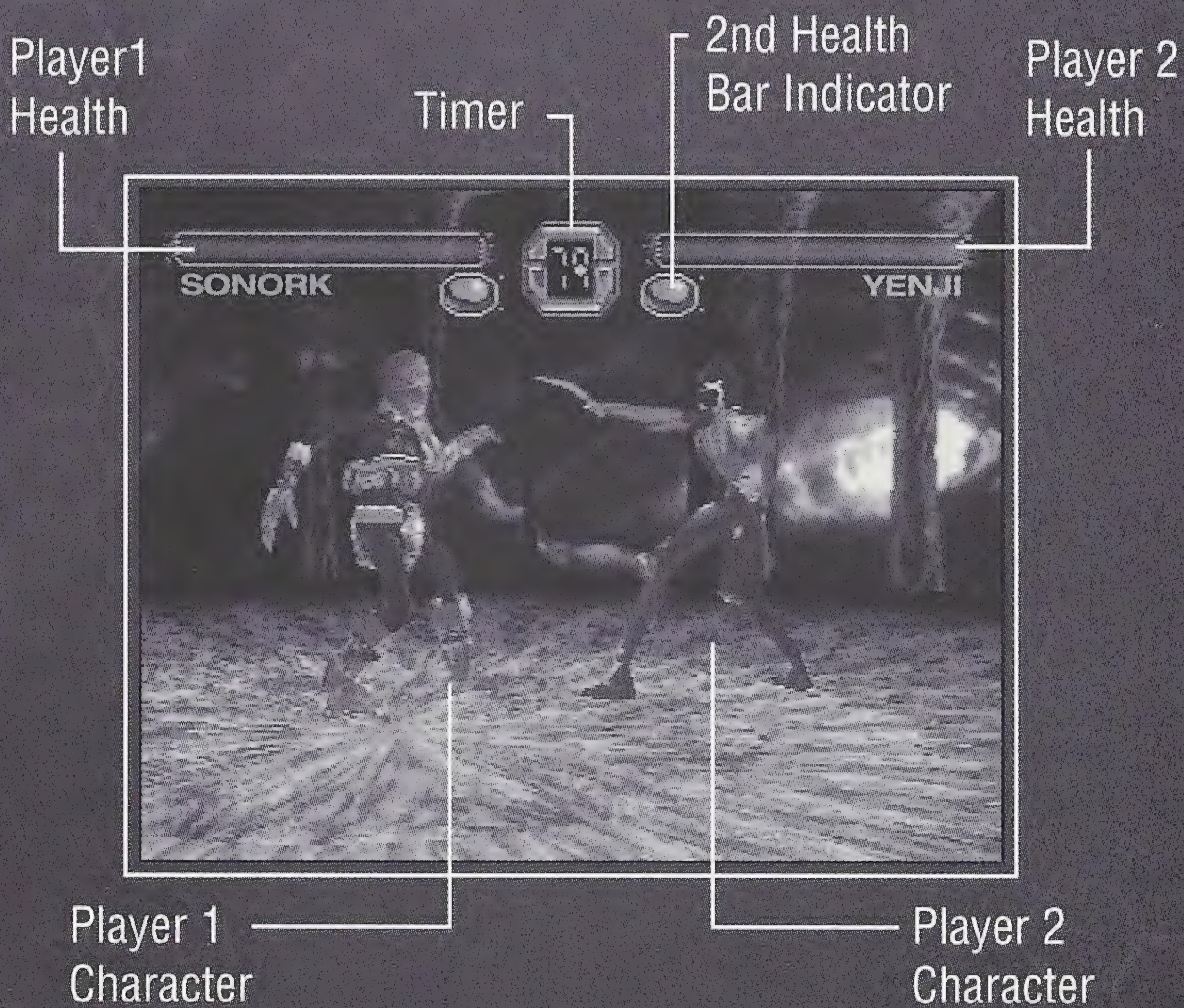
Combat Rules

1. There is only one round per battle.

2. All characters start off each round with 2 health bars.

3. The warrior with the most energy triumphs when the timer runs out. He, she or it will then confront or be challenged by the next opponent.

4. If both warriors have equal amounts of energy left after the timer runs out, or both fall off the ring during a round, it is a draw.

5. The warrior will lose the round if he or she walks or get thrown out of the arena.

6. Each warrior has more than one level upgrade. To obtain the power ups, you have to defeat each level opponents in Tournament Mode and obtain a password. As your level increases your warrior's special moves will also increase. In 2 Player mode during the selection screen, either player can press start button to go to the option screen. Clicking on load/save will take you to the the password screen so player 1 and player 2 can enter the rank passwords for their characters. If the password is entered correctly, the rank number will change. Clicking on exit will bring you back to the character selection screen.

7. Criticom is a true space 3D fighting game. The player should take aim before unleashing their attack. Failure to do so will result in a missed hit which may leave your character vulnerable to your opponent's counter attack.

8. Defeat all level warriors and claim the power of the Relic.

Game Screen

Player1
Health

Timer

2nd Health
Bar Indicator

Player 2
Health

SONORK

YENJI

Player 1
Character

Player 2
Character

2nd Health Bar Indicator	If this disappears, you will only have one more health bar.
Health	P1 and P2 will start off with two sets of health bar before each battle.
P1 and P2	You may challenge the CPU in Tournament mode or a foe in 2 Player mode.
Timer	The duration of the battle can be turn off in the option screen.

Fundamental Skills

Shuffle   Hold down the directional button to move either left or right on the arena.

Charge   Double tap forward and hold on the directional button while facing your opponent.

Retreat   Double tap back and hold on the directional button while facing your opponent. This can also be a defensive attack for some characters. An example would be Delara when she does a backflip to retreat. If you attemp to jump at her or stand too close while her leg is fully extended in the air during the flip, you will suffer damage.

Side Tumble   Tap R to tumble right. Tap L to tumble left. This is a great defensive move to avoid projectiles and powerful special moves.

Turnaround   Tap left or right on the directional button to turnaround and face your opponent.

Jump   Press up or diagonal up on the directional button to leap high in the air. Projectiles can also be performed in the middle of the jump for some characters.

Crouch   Press down on the directional button to duck. You can avoid damage by ducking some projectiles.

Dizzy   Your warrior will become dizzy if you absorb too many hits without blocking. Shake it off by repeatedly tapping left and right on the directional button.

Guard   Hold the directional button away from the opponent to block an attack. Guard standing will block all standing and air attacks plus air projectiles. Guard low will block all low attacks plus ground projectiles. There are chain combos that combine both upper and lower attacks. Learn your opponent's combos and you'll be able to block all their special attacks.

Get up	If your warrior falls to the ground, you should quickly tap the directional button continuously to get up. Tapping left quickly will force your warrior to get up to the left of the screen. Tapping right quickly will force your warrior to get up to the right side of the screen. Tapping up quickly will force your warrior to get up in the same spots. The get up flip moves can also cause damage to your opponent if he or she is standing too close. If no buttons are pressed, your warrior will get up automatically in the same spot after approximately 3 seconds.
Grab & Throw	Face your opponent at close range then tap forward, hold and press Z and C simultaneously. Your opponent can not be thrown if he or she is behind you.
Body Slam	As soon as your opponent is lying on the ground, immediately press up on the directional pad simultaneously with A (Jab 2). This move can be triggered at any distance as long as the opponent is down. It is also possible to slam twice if you are quick enough.
Special Attacks	Each warrior acquires a number of special skills as their rank increases. These hidden special moves require a sequence of directional and action button combinations. Chain combos are powerful, but try not to lock yourself into a long chain attack. Your character may lose control and fall off the arena.
Alignment	Aligning your warrior with your opponent is extremely important during a battle. Simply tap left or right on the directional button to align with your opponent for any attacks. So, it is possible to miss a body slam or even a regular move, if you don't keep track of which way you are facing.

Dayton Trent

Dayton's motto: "If it exists, I'll find it." His fast wit and a "trust no one" attitude perpetuated his career as a soldier of fortune/investigator. The Chosen Ones hired Dayton to find the Relic. His motive is to retire on the sale of the Relic to the highest bidder and perhaps take up fishing.

Special Attacks

| Level 1	Level 2
FLYING UPPER CUT HOLD C + ➡	**SLIDE** HOLD C + ⬇
TRIPLE SLASH HOLD Z + ➡	**SLIDE COMBO** HOLD C + ⬇ + A
LASER BLAST ⬇ ↘ ➡ + X	**AERIAL BLAST** ⬇ ↘ ➡ + Y
ROLL SLASH HOLD C + X	**AERIAL BLAST 2** JUMP, ⬇ ↘ ➡ + Y

Delara Zerai

Delara is from the Zerai Clan. Zeraians' ideology rejects technology in all forms. They view that skill and honor weaves the very fabric of a true warrior. While defending the Relic from the thief, her Nezom counterpart was killed. Now she seeks vengeance on the one who stole the Relic and her destiny.

Special Attacks

| Level 1	Level 2
FLYING UPPER CUT HOLD Z + ➡	**TRI-SLICE** HOLD Z + X
ROLL SLASH HOLD Z + ⬇	**DRAGON WAVE** ⬇ ⬊ ➡ + X
ROLL SLIDE COMBO HOLD Z + ⬇ + A	**MULTI-SLICE COMBO** Z + X + A
ROLL SLICE COMBO HOLD Z + ⬇ + X	
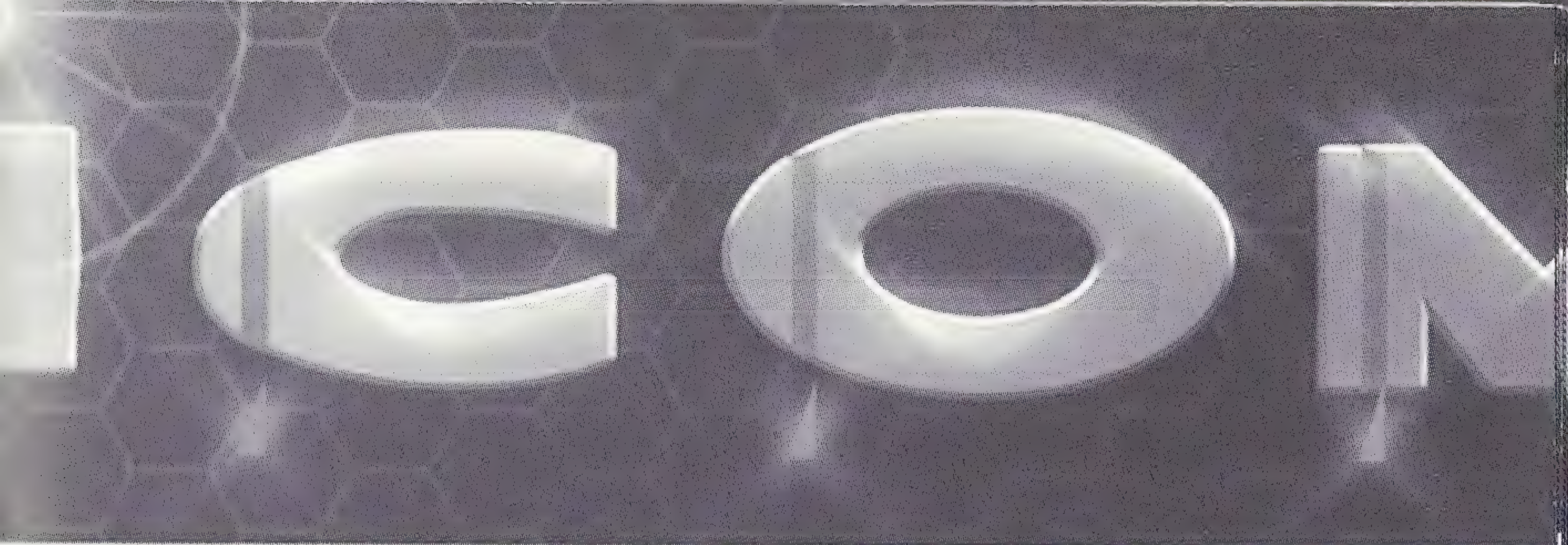
Demonica

Demonica comes from an alternate Dimension and her desire for the Relic is speculative. Her intentions may be to bring the Relic into her own realm for some diabolical purpose. Demonica has an ancient stone similar to the Relic in her own dimension. She knows that in obtaining a second stone, her evil will be supreme and darkness will spread to the ends of the universe.

Special Attacks

| Level 1 +	Level 2
FIRE BALL ⬇ ↘ ➡ + X	**WORM WAVE** ⬇ ↘ ➡ + B
CLAW CHARGE HOLD Z + ➡	**TRIPLE WAVE** ⬇ ↘ ➡ + Y + B
CLAW FIRE BALL COMBO HOLD Z + ➡ + X	**HURRICANE** HOLD C + ➡
TRIPLE FIRE BALL ⬇ ↘ ➡ + X + A	**TUMBLE CHARGE** HOLD Z + B
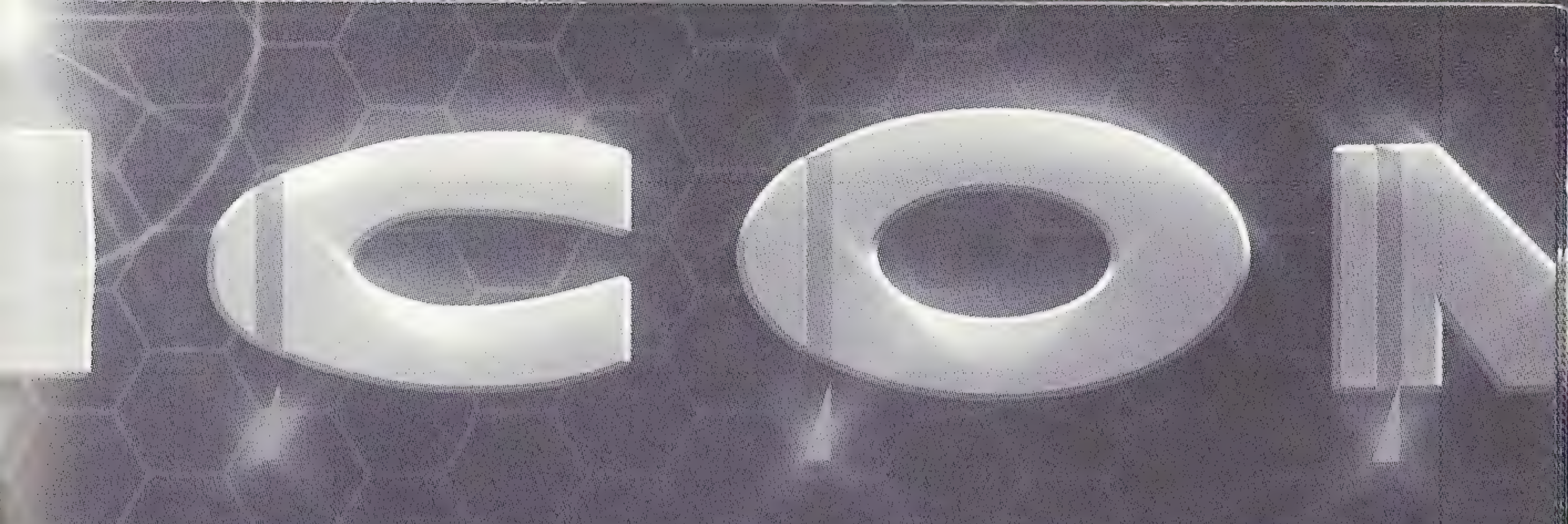
Sgt. Exene Dulait

Exene grew up on a planet scarred by constant wars. She was raised in the military, but after witnessing mass destruction of entire cities, she left her planet dismayed by the senseless loss of lives. In her travels, Exene learned of an ancient Relic that possessed great mystical powers. She now seeks the Relic with the hope of using it to stop the wars on her beloved planet.

Special Attacks

Level 1	+	Level 2

Level 1	Level 2
ROUND HOUSE SLAP HOLD C + ➡	**TUMBLE JAB** HOLD Z + Y
RAPID STICK HOLD Z + ➡	**TUMBLE LOW JAB** HOLD C + Y
TAZER BLAST ⬇ ↘ ➡ + X	**ELECTRO BLAST** ⬇ ↘ ➡ + C
ROUNDHOUSE BLAST COMBO HOLD C + Y + ➡	**KICK SLIDE COMBO** HOLD Z + X , A
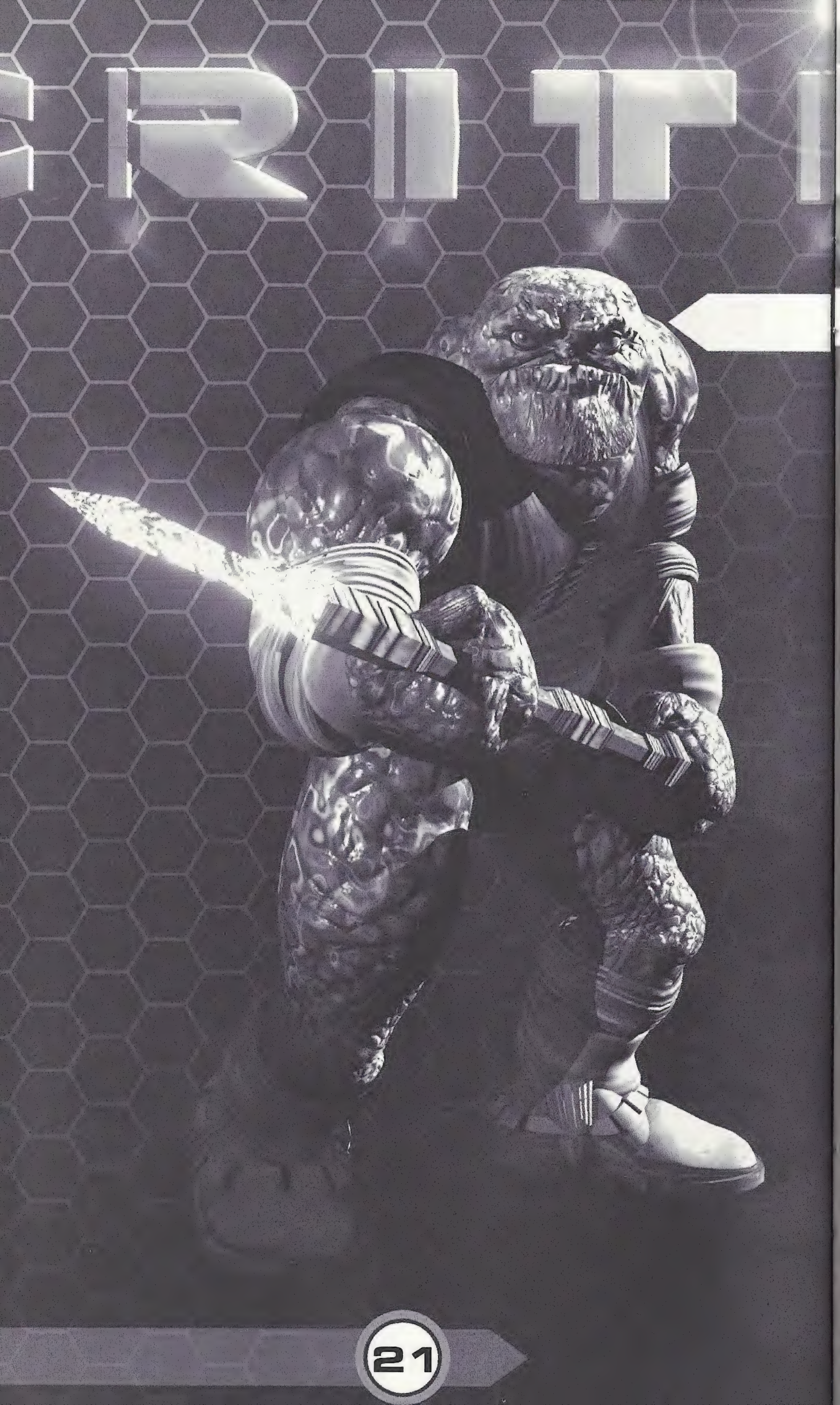
Gorm

Gorm comes from a dying race called the Dorlons. The number of Dorlons that still remain are unknown. They are a peaceful race whose culture was forged by one prophecy. It is their belief that the ancient Relic was the birth stone of their race. It was prophesied that some day, a champion will acquire the Relic and return it to its rightful home.

Special Attacks

Level 1	+	Level 2

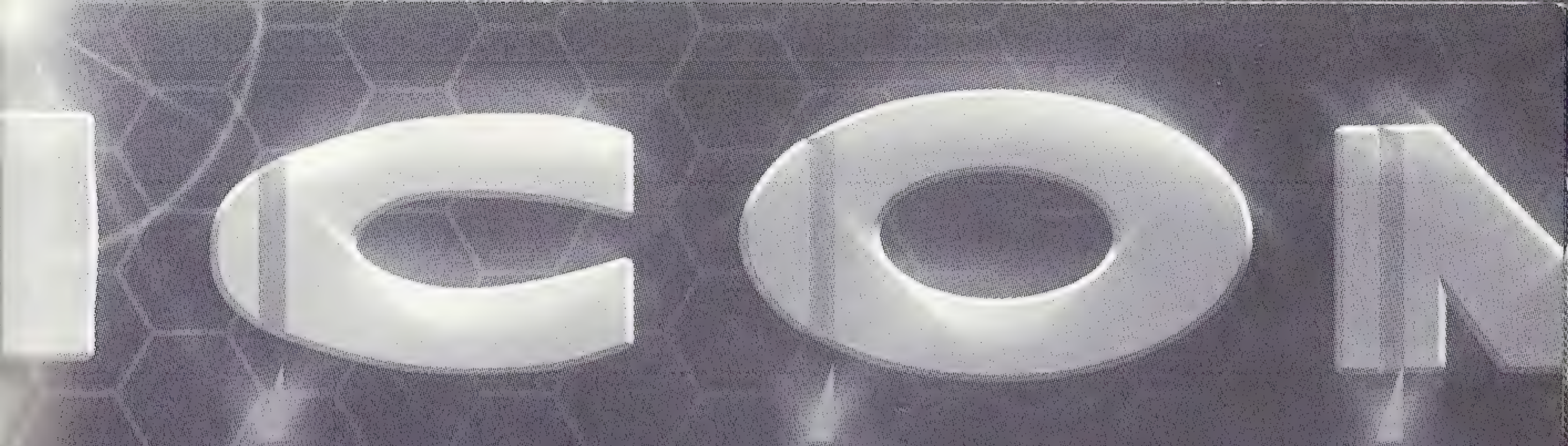| Level 1	Level 2
LOW JAB HOLD Z + A	**DUEL EDGE BLOW** ↓ ↘ → + X
POWER BLADE ↓ ↘ → + A	**CHARGE JAB** HOLD Z + ↓
TRI-SLICE HOLD Z + X	**CHARGE MULTI-JAB** HOLD Z + ↓ + A
3 HITS SLICE KICK COMBO HOLD Z + X , B	

S.I.D.

Product of a twisted experiment, the Sentient Intergrated Droids wander the wilderness with one goal: destroy all carbon based life forms.

Special Attacks

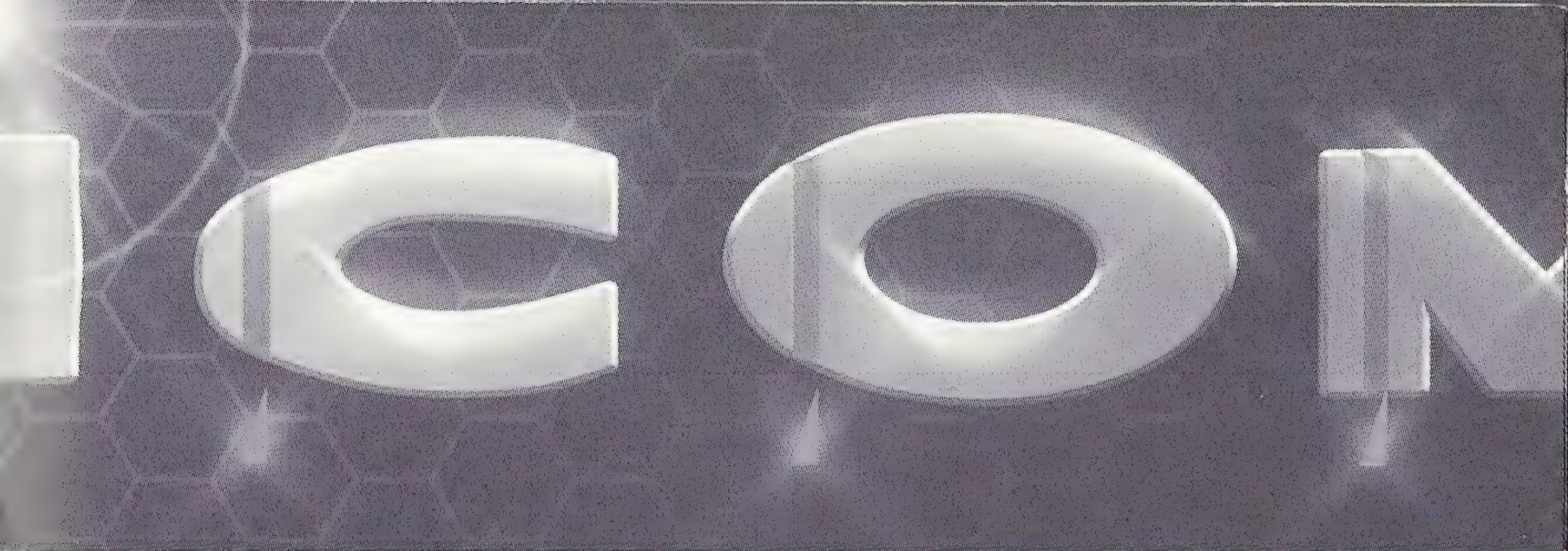| Level 1	Level 2
MISSILE ↓ ↘ → + X	**AERIAL MISSILE** ↓ ↘ → + Y
DOUBLE SIDE KICK HOLD C + →	**CHARGE SLASH** HOLD Z + →
4 HITS JAB COMBO HOLD Z + Y , X	**GROUND WAVE** ↓ ↘ → + A
4 HITS JAB KICK COMBO HOLD Z + X , B	**SLASH COMBO** HOLD Z + X , X

Sonork Nezom

Sonork's brother was destined to become the Emperor. However his brother was wounded in the attempt to protect the Relic. Seeing an opportunity to become the leader of the Chosen Ones, Sonork killed his brother. Despite his lack of physical strength and combat skill, Sonork proved that he will go to extreme lengths to wield the ultimate power.

Special Attacks

Level 1	+	Level 2
POWER SLIDE HOLD C + ➡		**PLASMA SICKLE** ⬇ ↘ ➡ + C
ROUNDHOUSE HOLD Z + ➡		**GROUND PLASMA SICKLE** ⬇ ↘ ➡ + A
PUNCH KICK COMBO HOLD Z + X , X		**SLIDE SLASH KICK COMBO** HOLD C + ➡ + A
SLIDE PUNCH KICK COMBO HOLD C + ➡ + X		

Yenji

Yenji was young when she witnessed the death of her family during the War Era. She and other survivors hid in caves to evade capture. Fueled by hate, she trained diligently both physically and mentally knowing that her time for vengeance will be at hand. Rumors of the stolen Relic prompted Yenji to leave her dwelling. If she can find and destroy the Relic, the reign of the Chosen Ones will be at a complete end.

Special Attacks

Level 1	+	Level 2

Level 1	Level 2
CLAWS CHARGE HOLD Z + ➡	**GIANT SHURIKEN** ⬇ ↘ ➡ + X
LIGHTNING KICK HOLD Z + X , X	**MID-AIR TRI-SHURIKEN** JUMP, ⬇ ↘ ➡ + X
ROLL JAB HOLD Z + ⬇	**MULTI-CUT** HOLD Z + Y
	GROUND DASH HOLD Z + X + ⬇

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Saturn Conversion

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WARRANTY INFORMATION

90-Day Limited Warranty

VIC TOKAI, INC. warrants to the original purchaser only that the product provided with this manual will perform in accordance with the descriptions in this manual for a period of 90 days from the date of purchase. If the product is found defective within 90 days of purchase, it will be repaired or replaced, at our option. Simply return the product, postage paid to VIC TOKAI, INC. along with dated proof-of-purchase. Repair/replacement of the product free of charge to the original purchaser (less the cost of returning the product) is the full extent of our liability. This warranty does not apply to damage due to normal wear and tear. This warranty shall be void if the defect to the product is determined to have arisen through abuse, unreasonable use, mistreatment or neglect at which time the product may be deemed irreparable, leaving the owner liable for repair/replacement costs.

This warranty is in lieu of all other warranties, whether oral or written, express or implied. All implied warranties, including those of merchantability and fitness for a particular purpose, if applicable, are limited in duration to 90 days from the date of purchase of this product.

VIC TOKAI, INC. shall not be liable for the incidental and/or consequential damages for the breach of any express or implied warranty, including damage to property and, to the extent permitted by law, damages for personal injury, even if VIC TOKAI, INC. has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

This warranty shall not be applicable to the extent that any provisions of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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Patent numbers: U.S. Nos. 5,371,792/4,442,486/4,454,594/4,462,076; Europe Nos. 80244; Canada Nos. 1,183,276/1,082,351; Hong Kong No. 88-4302; Germany No. 2,609,826; Singapore No. 88-155; U.K. No. 1,535,9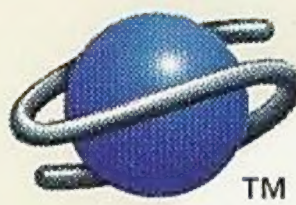99; France No. 1,607,029; Japan No. 1,632,396.